IRC INSTRUCTIONS FOR START MARSHALS (NOVEMBER)

Key Times

To ensure that no crew overshoots its marshalling location, marshals need to be in their allocated zones before the following times on each day:-

- Division 1 **08:30**
- Division 2 **11:15**
- Division 3 **14:00**

Background Information

The role of the start marshals is to organise crews in accordance with the start marshalling procedure, ensuring that the event runs to time. You will be needed at your marshalling point an hour before each division is scheduled to start until the time your last crew has crossed the start line.

This is achieved by the following actions:-

- providing a safety lookout, e.g. for crews who are moving too fast in the marshalling zones and keeping crews away from moored boats on the city bank;
- sorting crews into order in the location set out in the plan for each colour group;
- ensuring that the middle of the canal is kept clear to allow the free passage of boats moving to their marshalling location;
- encouraging crews to keep moving through the marshalling areas unless there is congestion or until they have reached their stopping point;
- speaking to coxes / strokes of coxless boats in a calm but authoritative manner using concise commands to state what action you want them to take;
- once the race has started, feeding crews down to the start line with a gap of around 10 seconds between each crew.

The information that is provided to competitors showing IRC's start marshalling procedure is available at the following link: **https://events.invernessrowing.uk/startmarshalling/**

This page includes a map showing the location of the four marshalling zones and some diagrams showing how each group moves through the start. The groups are allocated as follows:-

- Blue group – the faster half of the fours/quads;
- Orange group – the slower half of the fours/quads;
- Pink group – the slower half of the small boats; and
- Green group – the faster half of the small boats.

Information showing the bow numbers of the crews in each group for each division is provided at **https://events.invernessrowing.uk/showmarshalgroups/**. Note that this information is updated in real time to reflect any crews that have been scratched.

Some background information on the starting procedure for Scottish Rowing events is available at: **http://www.scottish-rowing.org.uk/images/pdf_folder/Racing/Starting_procedures_for_Head_races.pdf**

The challenge IRC faces at the start is compressing over 100 crews into the limited space of around 600m between the lock gates and the start while keeping them in the order in which they will be racing. As the total length of the boats in each division is over 1500m, this means that crews will need to line up so that crews are two or three abreast across the canal.

We are also constrained by limited daylight hours in November, which does not allow us the 'luxury' of setting off crews in order of boat size, i.e. fours/quads, followed by pairs/doubles and then the singles. This would require us to include significant gaps in the schedule to avoid there being too much congestion on the course and at the finish. Instead, the events are scheduled according to the historical time in each event over the course.

Consequently, there will be gaps in the order of boats in each group but following this procedure ensures that crews start in the correct numerical sequence as the quickest fours/quads will be in line at the start with the quickest pairs/doubles/singles to their side.

Time	Lead Marshal	Blue Group	Orange Group	Pink Group	Green Group
Refer to https://events.invernessrowing.uk/showmarshalgroups/ for list of crews in each group					
Start minus 60 mins	Check with groups that they are in control of their crews and are following the defined marshalling procedure. Provide advice / assistance as needed. With 25 mins to go, move to beeches straight and keep an eye out for safety boat signalling last crew arriving.	Fours and quads – line up • in order (smaller numbers closer to boathouse) • **parallel and close** to the bank in single file, • bows pointing back towards boathouse Note orange group may run out of space at lock gates. Just keep these boats close together at the back but bunched up so that space remains for pink group when they arrive. Note: there may be some very inexperienced orange crews who will need to be taught how to turn a boat in the confined space of the canal.		Pairs, doubles, singles – line up • smaller numbers closer to boathouse • parallel and close to the bank to allow fours/quads space to pass • bows pointing towards the lock gates Note gaps in number sequence are intentional (consult link above) all fours / quads should be told to move to the blue/orange areas. It doesn't matter if crews are out of order at this stage, this can easily be corrected when crews move to the start.	
Start minus 15 mins	Confirm OK to move pink/green through the start when last boat has arrived. If long delay looks inevitable, shorten course to last boat in the green group. Look out for arrival of umpire and confirm you will hand over to them when we're ready to go Check timing team in place and ready to go.	Ensure that boats are close to bank to allow space for pink and green to move through. Crews may need to told to back down frequently so they do not drift pass the build line.		Move crews towards lock gates. All crews need to be on the Dochgarroch side of the build line before the event can start. Keep cajoling crews to keep moving • they don't need to be in single file • keeping in strict number order is not essential as there is time to sort this later The pink group will need to move all the way to the lock gates so don't let the lead boat in this group stop until it runs out of space. These crews should remain facing the lock gates until it's time for them to move to the start-green crews can spin once the last boat has passed through the build line.	

Start	Confirm we're all set to go and and over control of race to the Umpire. Confer with blue/green groups as needed to get boats through the start with 10 sec gap.	In batches, let crews know it's time to get ready to race and move them (slowly) to start. Aim is a to have a 10 sec gap between crews arriving at the Build Line.	As space becomes available, spin pink crews and move crews towards start in sequence Identify any crews that have steering or other problems – hold them back until all other crews have started	In batches, let crews know it's time to get ready to race and move them (slowly) to start. Aim is a to have a 10 sec gap between crews arriving at the Build Line.
Start + 15 mins	Confer with all groups as needed to get boats through the start with 10 sec gap		In batches, let crews know it's time to get ready to race and move them (slowly) to start. Aim is a to have a 10 sec gap between crews arriving at the Build Line.	
Start + 30 mins	Most if not all crews should have started by now.			